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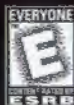
IGGY'S reckin' balls™



INSTRUCTION BOOKLET

SOLD BY

AKkaim



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CONTROL STICK FUNCTION

The Nintendo® 64 Controller contains a Control Stick which uses an analog system to read the angles and direction of its movement. This allows subtle control that is not possible using the conventional Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from its neutral position on the controller.



If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.



To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press START while holding down the L and R Buttons.

The Control Stick is a precision instrument, make sure not to spill liquids or place any foreign objects into it.

LOADING

1. Make sure the power is OFF on your Nintendo® 64 Control Deck.
2. Insert your IGGY'S RECKIN' BALLS™ Nintendo® 64 Game Pak into the Control Deck as described in the instruction manual.
3. Insert Controller(s) into Sockets 1-4. Note: Iggy's Reckin' Balls™ is for up to 4 players. Each must have a Controller.
4. If you wish to save a game, insert a Nintendo® 64 Controller Pak (sold separately).
5. Slide the power switch to ON (**Important: make sure not to touch the Control Stick when doing so**).



This game is compatible with the Controller Pak and Rumble Pak accessories. Before using the accessories, please read the Controller Pak and Rumble Pak accessory instruction booklets carefully. Follow on-screen instructions to determine when you should insert or remove the Controller Pak and Rumble Pak accessories.

STORY

The Cho-Dama kingdom is a quiet and peaceful one. Inhabitants have a very simple life, no worries, no bills to pay, and lots of spare time on their hands. The Cho-Dama kingdom has puzzling giant structures known as the Sacred Towers, constructed by ancient civilizations. Their purpose and origin are unknown; all that is known is that they look pretty cool.

Here comes Iggy, our mischievous little friend, who has only one thing on his mind - Reck 'n' Racin' fun! Those Sacred Towers are tempting targets to Iggy—a little too tempting! To more fully enjoy his destructive antics, Iggy has invited his closest friends from all over the world to join him in his tower Reckin' activities. Iggy's gang of Reckin' Balls has a merry mix of personalities and attitudes, but all have one thought on their minds: Let's Get Reckin'!!

Fearing the Sacred Tower's imminent destruction by Iggy's Reckin' Balls™, inhabitants of the Cho-Dama kingdom rise to protect the Sacred Towers. Using their collective mystical powers, the devious inhabitants will summon a plethora of tower dangers in an attempt to thwart Iggy's Reckin' Balls™ destructive plans.

JOIN THE GANG!

Now that you're an honorary member of Iggy's Reckin' Balls™, your objectives are simple: Traverse all Sacred Tower structures and 'Reck as many as you can. Beat the rest of the gang's tower count by destroying the most towers. Earn your way to the top slot, and become the gang's new leader!

Although the primary objective is simple, achieving excellence is not. You must fend off other team members as they too race for the tower tops. Use your grappling skills and special power-ups to hinder your team member's progress. Also in your path are Cho-Dama



inhabitants who are not too happy with the team's malarkey on their Sacred Towers! Defeat them with special power-ups, grapple attacks, or use one of the many tower devices that can launch you up past your foes and help you gain ground on your Reckin' teammates.

MAIN MENU

At the title screen, you will see these choices: Start, Trainin', Options and Load.

TRAININ'

Brush up on your 'Reck 'n' Racin' skills with Iggy's walk-through trainin' course.

OPTIONS

Press **↑** or **↓** to highlight an option, then press **←** or **→** to toggle settings. When you are through, highlight OK and press the A BUTTON.

- SOUND FX - VOLUME + -
- MUSIC - VOLUME + -
- DIFFICULTY - EASY/
MEDIUM/HARD
- CONTROLLER - CONFIGURATION #1
- CONFIGURATION #2
- CONFIGURATION #3

OK



Note: Selected options are also available during a game. Press the **START BUTTON** to bring up the pause options screen.

LOAD

This screen allows you to save and load game data. You can save your game progress after completing each Championship (10 towers) or Time Trial. Follow on-screen controls to save and load games.

Select an Empty slot to save to. If there are none available, you will be asked to overwrite (erase) an existing saved game to make room for the new one.



GAME TYPES/MODES

There are 5 GAME MODES, most for up to 4 players
(Versus mode is not available for 1 player).

RACE

This mode is a 'Reck 'n' Race to the top of the stage. Collect power-ups, knock off your opponents, avoid the Cho-Dama inhabitants and use tower devices to help you race to the finish line as quickly as you can. The first player to successfully clamber through the required laps to the top is the winner, and has the pleasure of slammin' the plunger which demolishes the stage below and all the Cho-Dama inhabitants with it! Gain the highest point average over the 10 towers within each Championship to achieve the gold cup - thus winning the Championship! Save progress to the Controller Pak.

BATTLE MATCH

No racing - just survival of the fittest as Iggy's Reckin' Balls™ collect power-ups to defeat each other. Each player has 3 hits. After that you're history. There are many exciting arenas exclusive to Battle Mode. Can you survive them all?

Note: Watch out for the acid below. One touch and you will loose one life balloon!

TIME TRIAL TOURNAMENT

Your only opponent now is the clock. Save best times to the Controller Pak.

VERSUS

Go up against your friends. 2-4 players can choose their favorite tower to 'Reck 'n' Race.

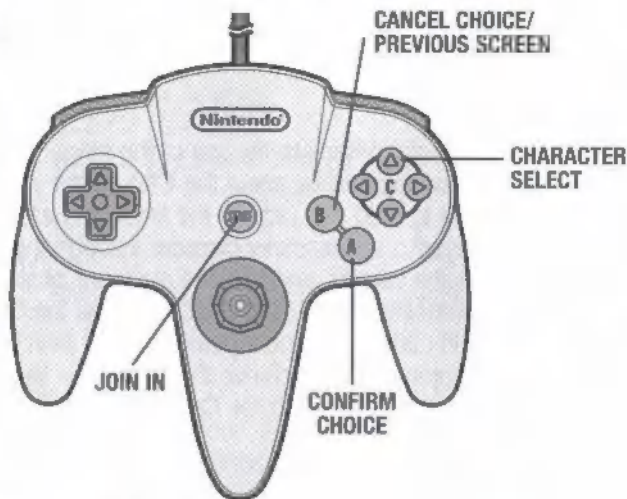
GAME MIX-UP

Choose up to ten towers from any previously completed Championship(s) to create your own Championship.

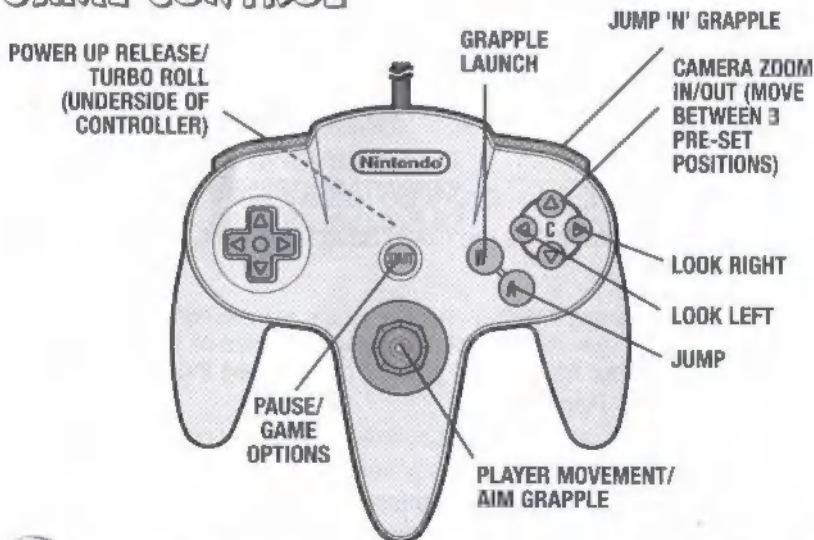


DEFAULT CONTROLS

MENUS



GAME CONTROL



Note: This is the default configuration (#1). You can select any of 3 preset control configurations in the Options menu.

CHARACTERS

There are 8 main playable characters in the game, each with varying degrees of grappling attitudes, and all with very different character traits. If you are good enough, maybe you can earn one of the many secret characters too!



To select a character: Under each player number (1-4) is a selection of characters. Press **↑** or **↓** on the Control stick (or **C ▲** or **C ▼**) to scroll to the character you wish to play as. Press the **A BUTTON** to confirm your choice.

Note that the same character cannot be selected by more than one player, choose who you want to play - no one else can! Here's who's who:



Iggy:

Iggy is a happy go lucky Californian dude who likes nothing better than a good 'Reck 'n' Race. Iggy is a very well rounded player!



Q-Tee:

One of the female Reckin' Balls, Q-Tee is the best climber of the gang - amazing grappling skills. She loves danger, dancing and the 'cuteness' of a Reckin' Race.



Narlie:

Narlie, a jacked-up Jack-O-Lantern, is Iggy's arch rival, a little devil with some gruesome surprises in his glowing head. Narlie's quick on the up!



Amanda:

Amanda is one cool, tough chick, not taking trash from anyone. Amanda muscles her way along the platforms with speedy finesse and beauty.



Chatter:

A lethal contestant from Iceland, with jaws of steel. Chatter may not be the fastest Reckin' Ball, but he can turn on a dime.



Charlie:

Charlie is the medallion man of the bunch. Sporting a cheesy smile and gold chain, he's one smooth chap! Not too quick on the ups, but he's the fastest on the straight platform.





Sonny:

A good all-round balanced player, favoring the straight platforms, "here comes the sun". Not one to be messed with, he's got one hot attitude.



Rob-ERT:

A young mountain rescue droid from Russia who is very strong and durable. Rob-ERT's one of the quickest on the ups.

Secret Characters: There are nine additional secret characters ranging from Elvis impersonators, to "gray" aliens, to masked ninjas. Maybe you can even find Iggy's girlfriend hidden somewhere?



Evan the Rescuer:

This dependable dragonfly helps you out when you get thrown off a tower, and also carries you from one tower to another. Thank heaven for Evan!

ENEMY CHARACTERS

There are 4 main enemy characters in Iggy's Reckin' Balls™. Each character features a variety of personalities and special moves, in addition to different classes of power and danger.



Stompie:

Stompies have some serious attitude problems. They stomp all around, not caring what or who they land on. Only a good grapple-wielding player can stop them.



Pushie:

These paranoid little creatures patrol the tower platforms, guarding them from Iggy's Reckin' Balls™. Watch out when they catch sight of you: with a bound and a "Wheya!" they will do their best to push you out of their platform area!



Spikie:

Passive creatures with one fatal feature: poison spikes on their back.



Stickie:

Stickies are gooey characters that leave a trail of sticky slime behind them that will slow a player down. They can also fire their eyes as projectiles at unsuspecting players.

POWER-UPS



Collect Goodies: A no-harm character that the player must collide with to gain power-ups. Some Goodies are harder to grab than others.

About Power-Ups: When a Goodie is picked up, the power-up icon will cycle randomly through the possible power-ups, giving the player one power-up. Players in 3rd or 4th place have a better chance of getting a more helpful power-up.

BLUE



Standard Projectile: Player can collect three Standard Projectiles. One of the three Standard Projectiles is fired out on the current tower platform. The blue projectile circles around the platform until it meets with an enemy or opponent. Standard Projectiles can also be fired to the platform level above or below the player by holding the desired direction on the Control Stick when firing.

RED



Seeking Projectile: More powerful than the standard projectile, the seeking projectile will search and home-in on the nearest player.

YELLOW



Leader's Seeking Projectile: The most powerful of the projectiles is the leader's seeking projectile. Once fired, it will search for all players that are ahead in race position. If you are in 1st place, it goes for the 2nd place player.



Invincibility: When activated, the player is (temporarily) completely invincible to all danger, yet can hurt opponents by bumping into them. A player's actions and movement are also faster. Used strategically, Invincibility can aid players through armored sections much quicker.



Freeze Bomb: When a player activates the Freeze Bomb, each opponent is temporarily encased in a heavy block of ice. A player's actions and movement are effected as if on ice.





Reverse Controls: Time to sweat! On activation, all opponents' controls temporarily reversed! Up is now down, left is right, etc. The panic allows our hero to gain some ground.



Bomb Jax: Player is equipped with three Bomb Jax. One of the three Bomb Jax is thrown out from behind the player onto the platform. Player can 'kick' a Bomb Jax by moving into it, sending it circling around the platform until it meets with an opponent (this can only be done with the Bomb Jax the player has placed, not opponent's Bomb Jax). If a Bomb Jax does not make contact with any opponent it will detonate in 10 seconds, sending any player nearby clean off the platform.



Shrink Bomb: When a player activates the Shrink Bomb, each opponent is temporarily shrunk. A player's actions and movement are also slower. Watch out, shrunk players are also prone to being flattened by opponents!



Turbo Replenish: When activated, the player's four turbos are replenished.

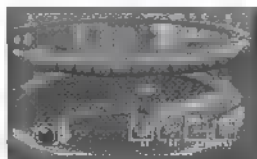


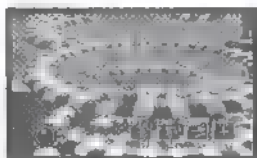
Heli-Grapple: When activated, the player is lifted up and taken ahead to the 2nd placed player's position at the time of activation. To gain best use, use immediately on receiving. Given out very sparingly.

CHAMPIONSHIP TOWERS

In total (including secret stuff!), Iggy's Reckin' Balls™ features over 100 Reckable towers in 10 distinct Championship environments, including:

Downtown: In the colorful smoggy streets of Downtown. Towering skyscrapers.





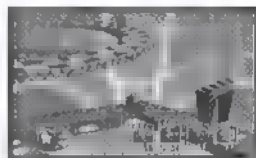
Candy Lane: Sugar delights. Candy canes, icing on the cake and sweetness good enough to eat!

The Deep: The dark depths of the ocean. Bubbles aplenty, a school of swimming fish and the odd spot of coral.



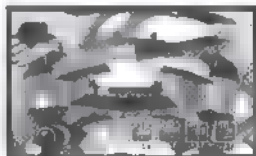
Soft Sun Bay: The sun's out, surf's up and the beach is waiting. Let's go on vacation!

Tektricity: The techno-age. Circuit boards, diodes and many other technical devices all around.



Tiki Woods: ■ you go down to the woods today, you're bound to Reck the joint! Romp in the undergrowth, bask in the tiki lamp glow.

Funkville: A very odd but intriguing world. Strange perspectives, gravity-defying structures all seem so familiar!



TOWER GADGETS

Iggy's Reckin' Balls™ features many tower gadgets designed to aid your race to the top of the towers.



Upward Jumpers: Allows ■ player to jump very high passing numerous tower platforms and huge chasms in a single rainbow bound.



Magic Warps: Warps aid the player in progressing to a higher platform in a single warp action. However, the player can also encounter variations on the warp such as Chance Warps. Do you feel lucky?



Fan Blowers: Fan Blowers blow bursts of air at regular intervals, either blowing up, left, or right, which either help a player jump an otherwise un-crossable jump, or plummet the player to the platform below - be careful!



Side Bouncers: Allows a player to be zoomed around the tower platforms at tremendous speeds to gain extra ground.



Bubble Dispensers: The player can jump onto the Bubble Dispenser to get caught in a bubble that will aid the player in reaching high tower platform areas.



Evan Elevators: Used to hitch a ride. Step onto the special plate by holding the desired direction (up or down) on the analog stick and pressing the jump button (A), and your trusty helper Evan, will swoop down and take you to a new location, gaining extra ground.

TOWER DANGERS



Bashers: Bashers are hammers that lurk ■ track side to bash players into oblivion.



Swinging Objects: A 3-D swinging hammer that players must time their run past to avoid being knocked clean off the platform.



Spikes: Spikes are dangerous. Not only will they knock players back on touch, they like to hide in the platforms, waiting for unsuspecting players to wander by. Time your approach carefully!

PLATFORM ELEMENTS



Moving Platforms: Moving Platforms are tricky in that they slowly move up and down, forcing the player to wait until it reaches ■ low enough point to allow ■ grapple.



Goo Platforms: Slimy platforms make the player's movement very slow.



Icy Platforms: Slippery ice will make you lose your grip. When you land on this, you've hit Skid Row!



Armored Platforms: Platforms with industrial non-grapple markings impede the player's ability to both grapple through or jump-down through. Don't get trapped.

HINTS AND TIPS

There are numerous hints within the game, but you must earn them by winning!



NOTES

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